

THE MAGNIFICENT MAGICAL AUCTION!

A UNIQUE ENCOUNTER TO SPEND ALL THAT HARD EARNED ADVENTURING MONEY!



MAGICAL AUCTION RULES!

If you want something different than your typical magic shop, your finding magic item sellers downtime, or just want to run a fun shopping encounter, then the Magical Auction is for you!

THE SET-UP

To start out, determine the average *Challenge Rating* of your group of adventurers. Then, consult the "Generating a Treasure Hoard" page of the *Dungeon Master's Guide* (Located on pg. 137). Now, it's time to roll up the items of the auction (the best part!).

GENERATING ITEMS FOR THE AUCTION

Let's say the CR for your band of adventurers is between 5-10. Go to the Treasure Hoard: Challenge 5-10 section and see how many times **total** each "roll for magic items" shows up. For this we would be rolling **4d6** times on Magic Item Table A. **4d4** times on Magic Item Table B. **4d4** times on Magic Item Table C. and so on and so forth. If this seems like too many items to go through, consider cutting the amount of times you have to roll in half. After rolling however many times on each we move onto organizing and pricing.

ORGANIZING AND PRICING!

We have our items, but how much should they be going for? Well that's ultimately up to you and how things are priced in your game. I took the rarity of each item and set the "starting bid" somewhere inbetween the minimum and maximum value of each item, half value for consumables. What I did next was split all the items into categories; Consumables, Wondrous Items, and Weapons and Armor. I split the auction over three in-game days, but if you want less items you can skip this part and just run it on one day. There will probably be items that your players cannot afford, and that's perfectly alright, the next section covers that.

SELLING THE PLAYER'S ITEMS!

That's right! This is an opportunity for player's to make money as well! Sometimes player's will have magical items that they feel they have no use for. Sometimes they'll have items you really wish they didn't have. Maybe a Berserker Axe or an item that has Flesh to Stone, the usual stuff. Putting a high value on such items will encourage your players to sell them. If you split the auction into multiple days, and give the player's their gold and items earned after each day, they'll be able to compete with the people trying to buy the more expensive items.

AUCTION CUTS!

Consider having your city's auction take a "cut" of all profits of items sold in the auction. For Silverymoon, I had a cut of 10%.

THE COMPETITION

Who else is at this auction? Other groups of adventurers? Wealthy nobles? Leaders of the city? It's up to you, but somebody has to be there to buy the items! You need to figure out what the NPCs want, their quirks, and how much money they have. I used key figures, previously met NPCs, groups of adventurers I generated from the misc. creatures in the back of the *Monster Manual*, and a random Silver Dragon for funsies. For added fun you can have the other participants assigned as sellers of items in the auction. So when the players buy these items, the NPCs get a little bit wealthier.

Example:

Soveliss Liadon (*Silver Dragon in disguise!*)

Soveliss has a CR between 11-16, and he's a dragon, so I generated his total gold by using the Treasure Hoard rules in the DMG. Rolling 4d6 x 1000 GP and 5d8 x 100 PP.

The items he was interested in were all related to either Dragonkind (such as Dragon Scale Armor) or things from ancient civilizations (such as items from the Hidden Shrine of Tamoachan my players were selling).

Metallic Dragons never forget a scent, though they might be confused by who currently wears that scent. Soveliss had met some of the player's ancestors and he assumes that the players are their ancestors. If he had a bad experience with a player's ancestor then Soveliss had "advantage on bidding checks" against that player, or "disadvantage" if he had a good experience.

Give your bigger money pouch wielding NPCs some quirks so that they don't dominate the auction and steal all the items from the players.

RUNNING THE AUCTION!

So how do you run this in-game? Well after giving all your participants goals and quirks you can give your players a "Buyer's Guide" (I have an example one below) and then bring them to outside the auction location to size up the competition. I then went through these steps;

Step 1: Present an item. I had them all on cards so I shuffled them and pulled one out. If the player's are not interested in buying the item resolve which NPC bought it and for how much.

Step 2: Roll your **bidding checks**. A bidding check is a **d20 roll** that any NPC who is interested in any given item makes to see if they bid or not. If the result is 10 or higher, and the NPC has enough gold, they will raise the bid. If the result is lower than 10 then that means that NPC has given up on purchasing that item. For the "wealthy nobles" I had them make a bidding check every single time, regardless of whether or not they had "failed" a bidding check previously, to represent that there are multiple nobles.

Step 3: If there is no one left to bid then give it a three count, if nobody else bids, then whoever bid last wins the item! "Sold! To the sultry Drow bard for 500 gold!"

Step 4: Repeat steps 1-3 until all items for the day are sold. Hand out the items and gold earned to the party!

SILVERYMOON'S MAGICAL AUCTION!

You have been invited to Silverymoon's premiere, once a year, sometimes queer, magical auction! Down below is a list of all the items that will be sold each day. We wish you great fortune!

RULES REGARDING THE AUCTION

Inside the auction area no magic is permitted. The mythal of the city will block all spellcasting in this area. In addition, no weapons of any kind can be brought into the auction. Those found using magic to influence the auction or are found to be carrying weapons will be removed from the event by the Silver Guard and banned from all future auctions within Silverymoon. So don't get caught!

DAY ONE: POTIONS, SCROLLS, AND OTHER NON-AMMO CONSUMABLES!

ITEMS FOR SALE

Item	Starting Bid
Oil of Sharpness	2,500gp
Dust of Disappearance	50gp
Potion of Cloud Giant Strength	2,500gp
Potion of Hill Giant Strength (Lot of 3)	150gp
Potion of Vitality (Lot of 2)	4,000gp
Potion of Heroism (Lot of 2)	500gp
Spell Scroll: Arcane Eye	250gp
Potion of Invulnerability	250gp
Oil of Slipperiness	50gp
Potion of Stone/Frost Giant Strength (Sold Together)	500gp
Potion of Fire Breath (Lot of 2)	100gp
Potion of Diminution	250gp
Potion of Mind Reading (Lot of 2)	500gp
Spell Scroll: Scrying	250gp
Spell Scroll: Water Breathing	50gp
Spell Scroll: Conjure Minor Elementals	250gp

SECRET ITEMS!

Like every year, don't forget that there will be special **secret** items not listed in this buyer's guide!

DAY TWO: WONDROUS ITEMS!

ITEMS FOR SALE

Item	Starting Bid
Balance of Harmony	700gp
Ring of Evasion	5,000gp
Pipes of Haunting	500gp
Periapt of Wound Closure	500gp
Stone of Controlling Earth Elementals	5,000gp
Sending Stones	500gp
Rod of the Pact Keeper +1	500gp
Ioun Stone of Awareness	5,000gp
Figurine of Wondrous Power (Ebony Fly)	5,000gp
Broom of Flying	500gp
Boots of Elvenkind	500gp
Lantern of Revealing	500gp
Quartz Spell Stone (Level 2)	500gp

DAY THREE: WEAPONS AND ARMOR

ITEMS FOR SALE

Item	Starting Bid
Scale Mail Armor +1	500gp
Hand Crossbow +1	500gp
Longbow +1	500gp
Wand of the War Mage	500gp
Sunblade	5,000gp
Dragon Scale Mail (White)	50,000gp
Dagger of Venom	2,000gp
Mace +3	50,000gp
Scourge +1 (Black Adamantine)	500gp
Arrows +2 (Quiver of 20)	500gp
Shortsword +1 (Black Adamantine)	500gp
Mace +1 (Broken Haft)	500gp
Scimitar +1	500gp

SECRET ITEMS/ADDITIONAL NOTES



couple of things I ended up noticing were the amount of Spell Scrolls I rolled up. I find spell scrolls to be sort of a boring item class, especially with no wizard in the group. I also wanted to throw in some stuff from other campaigns, stuff not in the DMG>

PRE-SPELLPLAGUE SPELL SCROLLS

I used to play a good amount of AD&D, and a lot of magic spells were different back then, so as a way to spice up spell scrolls I sold "Pre-Spellplague Spell Scrolls" as secret items within the auction. The Spellplague was a huge magical phenomenon brought on by the goddess of magic being killed by a mortal. I use it as an excuse for why things don't work the way they did in previous editions of D&D.

Example:

Ancient Find Familiar: A spell scroll of "Find Familiar" created before the Spellplague! Familiars found using this spell are more powerful than your average familiar!

If a player uses this spell scroll then they are granted a special familiar based on their alignment.

Lawful/Neutral Evil: You gain an Imp familiar, it shares its "Magic Resistance" and "Demon's Sight" traits with you and you gain HP equal to your Imps while within 10ft. of it.

Chaotic Neutral/Evil: You gain a Quasit familiar, it shares its "Magic Resistance" traits with you and you gain HP equal to your Quasit's while within 10ft. of it.

Lawful Good/Neutral: You gain a Brownie familiar! (I didn't give stats to the Brownie!)

Chaotic/Neutral Good: You gain a Pseudodragon familiar, it shares its "Keen Senses" and "Magic resistance" traits with you and you gain HP equal to your Pseudodragon's while within 10ft. of it.

CHEATING!

My players were participating in an auction in Silvermoon, which has a natural anti-magic field called the "Mythal" which made cheating semi-difficult, but what if there is no anti-magic field? Consider writing down the Passive Perception of NPC auction participants/guards, as well as any relevant saving throw modifiers (Wisdom is a big one). If your players want to cheat, have them make sleight of hand checks when doing so. If they are caught, well the consequences are up to you! Kick em out, confiscate their items, jail them, MURDER THEM? Whatever you desire!

MORE PARTICIPANT EXAMPLES:

If you need more ideas for quirks/ideals your participants may have, here's a list of the NPCs that populated my auction!

The Nobles of Silvermoon: These guys had infinite money, but they would only bid up to a certain amount of money based on item rarity (unless magically provoked to do otherwise!). I had them make a "bidding check" every single time, but I always rolled them last.

Adventuring Parties: I gave them each a large pool of money based on the CR of the total party, as well as some minor currency for each member. These guys would bid on **anything** that showed up. They will end up spending a majority of their money on the first two days.

The Cult of the Dragon: The remnants of the Cult of the Dragon was one adult dragon and four young dragons in disguise. They didn't have much money, about 4k, and they were interested in any dragon related items. They had "advantage on bidding checks" for any items on their list. After the auction these guys attacked whoever purchased the set of Dragon Scale Mail at the auction, resulting in a large combat encounter where the players got to play with their new toys.

Darius "Candlekeep" Drannor: (*Librarian of Silvermoon*) Darius had a tidy sum of 8k gold and wanted any and all Spell Scrolls or items that will help him maintain the library. He had advantage on bidding checks on these items.

The Lord's Alliance: (*Taern Hornblade*) A representative of one of the factions listed in the books was there with a large sum of 318k gold pieces. He wanted a lot of the more expensive or rare items, but his quirk was that he would stop bidding if one of the players took interest in the item.

Lord Methrammar Aerasume: (*Marshal Lord of Silvermoon*) The Lord of Silvermoon himself was here, looking to outfit the lieutenants in his army. He wanted Potions of Giant Strength, and the expensive weapons and armor. He had advantage on bidding checks on Day 3 (Weapons & Armor Day)

Akmenos Aberazi: (*Abyssal Teacher*) This was an NPC who was teaching one of the players Abyssal during her downtime. He wanted various consumables and scrying items. His quirk was that he had "disadvantage on bidding checks" against the player he was teaching Abyssal to. If she bid on an item he was interested in, it was unlikely that he would bid against her.